What is claimed is:

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1. \setminus A method of synchronizing threads in a multiple thread

- 5 system, comprising:
- 6 defining an entity which maintains a count of values which
- 7 increases the value maintained by the object; and
- 8 defining a check operation for said element in which,
- 9 during the checking\operation, a calling thread is suspended,
- 10 and the check is suspended until the value maintained by the
- 11 entity has reached or exceeded a given value.

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- 2. A method as in claim 1 which said entity is allowed only to increment between allowable values, and not to decrement
- 3 its value.

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- 3. A method as in claim 1 wherein said entity is a counter that is only allowed to include integers.
- 1 4. A method as in claim 3 wherein an initial value of the
- 2 counter is zero.

- 2 5. A method as in claim 1, wherein said entity is a/are
- 3 flags.

- An apparatus comprising a machine-readable storage 1
- medium having executable instructions for managing threads in a 2
- multithreaded system, the instructions enabling the machine to: 3
- define\an entity which maintains a count of values and 4
- which is allowed to increment between allowable values; 5
- 6 determine \a request for value of the element from a calling
- 7 thread; and

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- establish a check operation for said element in which said 8
- 9 calling thread is suspendeduntil the entity reaches a
- 10 predetermined value.
 - An apparatus as in claim 6, wherein said entity is a 7. monotonically increasing counter.
 - 8. An apparatus as in claim 6, wherein said entity is a flag.
 - 1 9. A apparatus as in claim 6 wherein said system has a
 - plurality of processors therein, wherein each of said processors 2
 - is running at least one different ones of said threads. 3
 - A method as in claim 1, further comprising defining an 1
 - 2 error for an operation that decreases the value maintained by

- 3 the object to occur concurrently with any check operation on the
- 4 object.

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- 1 11. A method as in claim 1, wherein the value maintained
- 2 by the object is a numeric value and the increment operation
- 3 increases the value by a numeric amount.
- 1 12. A method as in claim 1, wherein the value maintained
- 2 by the object is a Boolean value or a binary value and the
- increment operation is a "set" operation that changes the value
- from one state to the other state.
 - 13. A method as in claim 2, wherein the value maintained by the object is a Boolean value or a binary value and the increment operation is a "set" operation that changes the value from one state to the other state.
- 1 14. A method as in claim 12\tag{ further comprising
- 2 establishing an error for an increment operation on the object
- 3 to occur more than once.
- 1 15. A method of defining program code, comprising:
- 2 determining different parts of a program which can be
- 3 executed either sequentially, or in multithreaded parallel by

5 executed in said sequential or multithreaded parallel; and

6 defining said different parts as being multithreadable.

- 1 16. A method as in claim 15 wherein said determining is
- 2 based on a set of conditions that are sufficient to ensure the
- 3 equivalence of sequential and multithreaded execution of a
- 4 program construct.

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- 17. A method as in claim 15 wherein said different parts are defined as being multithreadable using an equivalence annotation within the program code.
- 18. A method as in claim 17 wherein said annotation is a pragma.
- 19. A method as in claim 17 wherein said annotation is a 2 code comment.
 - 1 20. A method as in claim 15 further comprising, within
 - 2 said code, multithreaded constructs, in addition to said
 - 3 multithreadable parts.

- 1 21. A method as in claim 15 wherein said multithreadable
- 2 parts includes information which, if executed as threads, will
- 3 include the same result as if executed sequentially.
- 1 22. A method as in claim 15 wherein said part is a
- 2 multithreadable block of information.
- 1 23. A method as in claim 22 wherein said part is a
- 2 multihreadable FOR loop.

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- 24. A method as in claim 15 further comprising synchronizing threads using a monotonically-increasing counter.
- 25. A method as in claim 15 further comprising synchronizing threads using a flag.
- 26. A method as in claim 16, wherein the equivalence
 annotation includes a new or existing keyword or reserved word
- 3 in the program.
- 1 27. A method as in claim 16, wherein the equivalence
- annotation takes the form of a character formatting in the
- program, which can be such as boldface, italics, underlining, or
- 4 other formatting.

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1	28. A method as in claim 16, wherein the equivalence
2 .	annotation takes the form of a special character sequence in the
3	program.

- 29. A method as in claim 16, wherein the equivalence annotation is contained in a file or other entity separate from the program.
- 30. A method as in claim 16, wherein the sequential interpretation of the execution of the block construct is that statements are executed one at a time in their textual order, and the multithreaded interpretation of the execution of the block construct is that statements of are partitioned among a set of threads and executed concurrently by those threads.
- 31. A method as in claim 16 further comprising using monotonic thread synchronization to synchronize actions among threads.
 - 32. A method as in claim 15 whereih:
- explicitly multithreaded program constructs are always executed according to a multithreaded interpretation

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multithreadable program constructs are either executed according a multithreaded interpretation or executed according to a sequential interpretation; and

sequential or multithreaded execution of multithreadable program constructs is at user selection.

- 33. A method as in claim 32, wherein the sequential or multithreaded execution of multithreadable program constructs is signalled by a pragma in the program.
 - 34. A method as in claim 32, wherein the method for selecting sequential or multithreaded execution of multithreadable code constructs is a variable that is dependent of the value of a variable defined in the program or in the environment of the program.
- 1 35. A method of claim 32 wherein said multiple threaded 2 construct is a block or for loop.
- 1 36. A method of coding a program, comprising:
- defining a first portion of code which must always be
- 3 executed according to multithreaded semantics, as a
- 4 multithreaded portion of code;

- defining a second portion of code, within the same program
- 6 as said \first portion of code, which may be selectively executed
- 7 according\to either sequential or multithreaded techniques, as a
- 8 multithreadable code construct; and
- 9 allowing a program development system to develop said
- 10 multithreadable code construct as either a sequential or
- 11 multithreaded construct.
 - 1 37. A method as in calim 36, wherein said program
 - 2 development system includes a compiler.
- 1 38. A method as in claim 36 wherein said multithreaded
- 2 construct defines an operation which has no sequential
 - 3 equivalent.

- 1 39. A method as in claim 38 wherein said multithreaded
- 2 construct is control of multiple windows in a graphical system.
 - 1 40. A method as in claim 38 wherein\said multithreaded
 - 2 construct is control of different operation's of a computer.
 - 1 41. A method as in claim 37 wherein said\operation is
 - 2 executed on a multiple processor system, and different parts of
 - 3 said operation are executed on different ones of the processors.

- 1 42. A method as in claim 37 wherein said multithreadable 2 constructs include a synchronization mechanism.
- 1 43. A method as in claim 42 wherein said synchronization 2 mechanism is a monotonically increasing counter.
- 1 44. A method as in claim 43 wherein said synchronization 2 mechanism is a special flag.
 - 45. A method of integrating a structured multithreading program development system with a standard program development system, comprising:
 - detecting program elements which include a specified annotation;

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- calling a special program development system element which includes a processor that modifies based on the annotation to form a preprocessed file; and
- 9 calling the standard program development system to compile

 10 the preprocessed file.
 - 1 46. A method of operating a program language, comprising:
 - defining equivalence annotations within the programming
 - 3 language which indicate to a program development system of the

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- 4 programming language information about sequential execution of
- 5 said statement; and
- 6 developing the programs as a sequential execution or as a
- 7 substantially simultaneous execution based on contents of the
- 8 equivalence annotations.
- 1 47. A method as\in claim 46 wherein the equivalence
- 2 annotation indicates that the statements are multithreadable.
- 1 48. A method as in claim 46 wherein the equivalence
- 2 annotation indicates that the statements are either
 - 3 multithreaded or multithreadable.

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- 49. A method as in claim 48 wherein said multithreaded statements must be executed in a multithreaded manner.
- 1 50. A method as in claim 48 wherein said multithreadable
 - 2 annotations indicate that the statements\can be executed in
 - 3 either multithreaded or sequential manner.
 - 1 51. A method as in claim 46 wherein said equivalence
 - 2 annotation is a pragma.

- 1 52. A method as in claim 46 wherein said equivalence
- 2 annotation is a specially-defined comment line.
- 1 53. A method as in claim 47 further comprising
- 2 synchronizing access of threads to shared memory using a
- 3 specially defined synchronization element.
- 1 54. A method as in claim 53 wherein said synchronization
- 2 element is a synchronization counter.

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- 55. A method as in claim 54 wherein said synchronization counter is monotonically increasing, cannot be decreased, and prevents thread operation during its check operation.
- 56. A method as in claim 53 wherein said synchronization element is a synchronization flag.
- 1 57. A method as in claim 56 wherein said\synchronization
- 2 counter is monotonically increasing, cannot be decreased, and
- 3 prevents thread operation during its check operation.
- 1 58. A method as in claim 54 wherein said s counter
- 2 includes a check operation, wherein said check operation
- 3 suspends a calling thread.

- 1 59\ A method as in claim 58 further comprising maintaining
- 2 a list of suspended threads.
- 1 60. A method of modifying an existing program development
- 2 system and environment, comprising:
- 3 · detecting which components of a program contain
- 4 multithreadable program constructs or explicitly multithreaded
- 5 program constructs;

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- 6 · transforming the components of the program that contain
- 7 multithreadable program constructs or explicitly multithreaded
- 8 program constructs into equivalent multithreaded components in a
- 4 9 form that can be directly translated or executed by the existing
- 10 program development system; and
- invoking the existing program development system to
 - translate or execute the transformed components of the program.
 - 1 61. A method as in claim 60, wherein said indicating
 - 2 comprises giving distinctive names to said component.
 - 1 62. A method as in claim 59, wherein the transforming of
 - 2 the components of the program that contain multithreadable
 - 3 program constructs or explicitly multithreaded program
 - 4 constructs is by source-to-source program preprocessing.

- 1 63.\ A method as in claim 61, wherein the result of the
- 2 source-to\source program preprocessing is a program component
- 3 that incorporates thread library calls representing to the
- 4 transformed multithreadable program constructs or explicitly
- 5 multithreaded program constructs.

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- 1 64. A method as in claim 63, wherein the thread library is
- 2 a thread library designed in part or whole for the purpose of
 - representing the transformed multithreadable program constructs
- or explicitly multithreaded program constructs.
 - 65. A method as in claim 63, wherein the thread library is an existing thread library or a thread library designed for another purpose.
- 1 66. A method as in claim 61, wherein the result of the
 - 2 source-to-source program preprocessing is a program component
 - 3 that incorporates standard multithreaded program constructs
 - 4 supported by the existing programming system.
 - 1 67. A method as in claim 59, further comprising renaming
 - 2 the standard compiler-linker and the standard compiler-linker

- 3 name\is used for a program component transformation tool that
- 4 subsequently invokes the renamed standard compiler-linker.
- 1 68. À method as in claim 59, wherein the operating system
- 2 is Linux or another variant of the Unix operating system and the
- 3 existing program development environment is the GNU C or C++
- 4 compiler or any other C or C++ compiler that operates under the
- 5 given variant of the Unix operating system.
 - 69. A method as in claim 59, wherein the existing programming language is a variant of the Java programming language and the thread library is the standard Java thread library.
 - 70. A method of operating a program operation, comprising:

 defining a block of code which can be executed either

 sequentially or substantially simultaneously via separate loci

 of execution;
- 5 running the program during a first mode in said sequential
- 6 mode, and running the program during a\second mode in said
- 7 substantially simultaneous mode.
- 71. A method as in claim 70 wherein said definition is an
- 2 equivalence annotation.

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- 1 \quad \quad \quad 2. A method as in claim 71 wherein said equivalence
- 2 annotation is a pragma.
- 1 73. A method as in claim 70 wherein, during said
- 2 sequential execution, variables are shared.
- 1 74. A method as in claim 73 wherein said shared variables
- 2 can be checked, and operation of check does not suspend
- 3 operations of the program.
- 1 75. A method as in claim 70 wherein during said
- 2 substantially simultaneous operations, variables are shared.
- 1 76. A method as in claim 70\further comprising debugging a
- 2 program in said sequential mode and running a debugged program
 - 3 in said substantially simultaneous mode.
 - 1 77. An object for synchronizing among multiple threads,
 - 2 comprising:

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- a special object constrained to have (1)\an integer
- 4 attribute value, (2) an increment function, but no decrement
- 5 function, and (3) check function that suspends a calling thread.

- 1 78\ A method as in claim 77 wherein said check function
- 2 suspends a calling thread for a specified time.
- 1 79. An object as in claim 78 wherein said object includes
- 2 a list of thread suspension queues.
- 1 80. An object\as in claim 77 further comprising a reset
- 2 function.

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- 81. An object as in claim 77 wherein said object is a counter.
 - 82. An object as in claim 77 wherein said object is a flag having only first and second values.
 - 83. A method of integrating a thread management system with an existing program development system, comprising:
 - first, running a pre-program development system that looks
 - 4 for special annotations which indicate multithreaded and
 - 5 multithreadable block of code;
 - 6 using said special layer as an initial linker; and
 - then, passing the already linked program to the standard
 - 8 program development system.

- A\method as in claim 83 wherein said program is a C 1
- programming language. 2